Ultima VI The False Prophet Manual

THE MAIN MENU

When you start *ULTIMA VI*, an introductory sequence will begin. Read all text messages that appear and press any key or click in the message box to move on to the next message or screen. (Press **Escape** if you want to bypass this sequence altogether.)

When this is over, the main menu will appear, listing five options-Introduction, Create a Character, Transfer a Character, Acknowledgements, and Jourey Onward. To select one of these options, click on it with the mouse. From the keyboard, use the arrow keys or numeric keypad to highlight the one you want, then press **Return,** or type the first letter of the option's name.

The first time you play, you will want to go directly to **Create a Character**. Here, you can type in your character's name and select his or her Sex and Portrait. Go on to the next portion of the character creation system by clicking on the Continue box (or by typing **C**). This will take you to a series of questions. Answer by selecting the **A** or **B** response to each question. The way in which you answer determines the kind of character you get.

When your character is complete, you will automatically be taken to the Introduction. This will tell you what the game is about. If you want to watch this again later, select **Introduction** from the menu.

If you've played *ULTIMA IV* or *ULTIMA V*, you may want to bring your character from one of those games over to ULTIMA VI. **Transfer a character** allows you to do that. Select this option and follow the directions on the screen, then click on the**Transfer** button and you're ready to use your old character in your new game.

Acknowledgements tells you who did what in the creation of *ULTIMA VI*.

Journey Onward takes you directly into the *ULTIMA VI* game.   Select this option when you're ready to play.

CREATING MULTIPLE CHARACTERS
The first time you play *ULTIMA VI*, you will have to create a character. If at some to point you wish to create another character, you must reconfigure your data disk. To do this, select **Reconfigure** a game from the *CD Games* menu and then select **Ultima VI: The False Prophet.** You will eventually be asked if you want to *initialize* or *continue* your current game. If you choose to initialize, then your current character

will be erased so you can create a new one.

The game screen is divided into four regions-the map, the status display, the message scroll, and the command icons.

The Map
The largest region, in the upper left, is the map. This shows the world you are
moving through, with the view centered on you (or another member of your party
if it's his or her turn).
With a mouse, move your characters around by positioning the pointer over the
map until it becomes an arrow pointing in the direction you wish to move. Then
click the left button. Some actions ask you for a target location. (You may have to
say where you want to drop an item, for example). To select a location, click on it
with the left mouse button.
If you want to use the keyboard, move by pressing one of the arrow keys or one of
the eight keys around the 5 on the numeric keypad. These keys are also used to
select target locations-move the crosshairs on the screen to the desired location
and press **Enter** to initiate the action.
You can pass your turn and do nothing by positioning the mouse pointer over your character and clicking the left mouse
button or by pressing the **Spacebar.**

The Status Display
In the upper-right corner of the screen is the status display. At the top of the
display, the current position of Britannia's sun and the positions and phases of the
two moons in the sky are shown.
Beneath this is a roster of all the members of your party, along with each
character's figure and current Hit Points. A character whose Hit Points are printed
in red is hurt badly; one whose Hit Points are green is poisoned. (CGA and
Hercules cards will differ slightly.)
When a party has more than five characters, arrows appear at the top and bottom of
this part of the screen. Click on these arrows to scroll up and down through the list
of party members. The + and - keys can also be used.

If you click on a character's name, or press a function key **(F1-F8),** you will be shown that character's portrait and statistics.
The higher a stat, the better. *Strength* determines how much a character can carry, and how effectively he or she can strike
with bludgeoning weapons. *Dexterity* determines how quick characters are (faster characters get to move and/or attack more
often) and how effective they are with nonbludgeoning weapons as well as crossbows, bows, and other missile weapons.
Intelligence determines a character's bargaining ability and effectiveness as a spellcaster.
The next two stats show pairs of numbers-the current number of points the character has and the maximum possible. *Magic
Points* determine how many spells can be cast. For instance, a spell of the fourth circle uses four magic points. *Health*
determines how much damage the character can take before being killed. Each hour, you recover a number of magic points
equal to your current level. Health can be regained only by rest or healing.
The next statistic in the list is *Level*, which indicates how powerful a character
has become through experience gained in past adventures. The last stat, *Experience*, determines when a player is ready to
progress to the next level by meditating at a shrine.
To view a character's *Inventory*, click on one of the figures to the left of the roster,
On the left side of the inventory display is a figure showing all equipment that is readied for immediate use-either held in
the character's hands or being worn. If you are holding something that requires both hands, such as a crossbow, you will not
be allowed to put anything in the other hand. Below this figure is the current weight of all Equipped **(E:)** items, and the
maximum weight the character can have readied, measured in stones(s).

On the right side of the inventory display are all other items carried by the character. The total weight of his or her inventory (**I:**) is listed here, along with the maximum weight the character can carry. To ready or unready an item, just click on it with the left mouse button. To look inside a container in your inventory, such as a bag or a chest, just click on it. Click on it again to return to the main inventory display.

At the lower right, the character's current combat mode is displayed (see "Begin/ Break Off Combat," below).

At the Iower Ieft of the status display are five buttons. From Ieft to right, their functions are: show previous character, return to party display, switch between portrait and inventory displays, show next character, and change combat mode.

To use the inventory display from the keyboard, press the **Tab** key to move the crosshairs to the status display. You can then move to any item or button with the arrow or numeric keypad keys and press **Enter** to select it. Pressing the **Tab** key again will return the crosshairs to the map. The function keys **Fl** through **F8**, will switch the display to show the different members of your party. (If you don't know the position of a character in your roster, the + and - keys allow you to show the next and previous characters.) **FIO** will return to the main party display. The asterisk (*) key will toggle between a character's portrait and inventory displays.

The Message Scroll

At the lower right of the screen is the message scroll. All text describing things you see and hear, as well as the results of your actions, is displayed here. When a message is too long to fit on the scroll, a flashing, downward-pointing arrow appears at the bottom of the scroll. Press the space bar or click in the message scroll to view the rest of the message.

THE COMMAND ICONS

Underneath the map are ten command buttons. The main commands in ULTIMA VI can be selected either with the mouse or the keyboard. To use a command from the keyboard, simply press the first letter of its name. With the mouse, move the pointer

to the command button you want to use and click the left mouse button. Then select the object or person you want to use the command on.

For frequently used commands, such as Get, Look, Attack, or Move, you can set up a default command for use with the right mouse button. Click the right button on a command, and a blue line will appear under it. From then on, clicking the right button on any shape on the map or in your inventory display will execute that command on that object. You can change the default command at any time. For all functions other than executing the default command, the left mouse button should be used. The ten main commands are:

Key	Command	Functions
A	**Attack**	Used to fight monsters, animals, or people, or to attempt to destroy objects. After choosing the Attack command, choose a target on the map that is in range of the weapon you have readied.
C	**Cast**	Allows you to cast magic spells. You must have a spellbook readied, and have enough Magic Points and reagents available to cast the desired spell. When a character tries to **Cast** a spell, the spellbook will be shown in the status display, listing the names of all the spells he or she has learned. Each name is followed by the number of times that spell can be cast with the reagents in inventory. To page through the spells, click on the blue arrow buttons below the list or use the and keys on the keyboard. You cast a spell by clicking on its name, or by selecting it with the and keys and pressing **Enter.** Typing the first letter of each syllable of the spell also works. For instance, to cast the Repel Undead spell-An Xen Corp-you could type **AXC** and press **Enter.** Some spells require you to specify whom or what you are casting them on. Simply

select a target on the map or in your inventory. There is one special spell, the **Help** spell, which requires no reagents. This will return you instantly to Lord British's Castle. It should be used only in the most desperate of situations, however, as it will usually cost your party many experience points.

T	**Talk**	Lets you converse with the people you encounter in the game. You can also speak with some shrines and statues and with the other members of your party. You must select the character on the map you wish to speak with. The character's portrait will appear in the status display while he or she is speaking. You talk by typing single words on the keyboard and pressing **Enter.** All words may be abbreviated to the first four letters (e.g., **elephant** may be abbreviated to **elep).** Most people will respond to the words **name,** job, and bye. (The "bye" command ends a conversation. You can accomplish the same thing by pressing **Enter** without typing anything.) Some people will also respond to the words **join** and **leave,** allowing you to add members to your party (up to a maximum of eight) or remove them. During the course of conversation, people give you an idea of what they're interested in talking about. If you have the help function on, as it is when you start the game, the subjects they want to talk about will appear in a different color on the screen; if help is off, you'll have to figure out the key words in their conversations. (Note that the help function is not available on CGA cards.) You can turn help on or off by pressing **Control-H.** However, be aware that some people will respond to other subjects if you ask them.
L	**Look**	Allows you to identify anyone or anything in the location you select on the map or in your inventory. This command can be used to read books, signs, and gravestones or to examine paintings. It will also give information on the effectiveness of weapons and armor. When you use the **Look** command on an object you are adjacent to, you will search it. This will reveal the contents of chests, bags, crates, barrels, etc. It will also let you find hidden items or secret doors.
G	**Get**	Lets you pick up an object on the map. You must be standing next to it. If it isn't too heavy, it will be put into your inventory.
D	**Drop**	Can be used to lighten your load by getting rid of items you no longer need. First select the item in your inventory, then choose a spot on the map to place it.
M	**Move**	Used to push an item or to move it between characters in the party. If you select an item on the map, you can sometimes push it to an adjacent square to get it out of your way. If it's

something alive, though, it may not always let you! Moving an item into a square with a chest, barrel, or crate will place the item inside it.

This command can also be used to move things in and out of containers or from one character to another. To move an item to another character, click on the character on the map. When you buy a new spell, you must move it into your spellbook before you can cast it.

U	**Use**	Operates any object that has some function. Among other things, it will let you open and close doors and chests, enter or exit ships, climb ladders, milk cows, mount horses, light or extinguish fires, look into telescopes or crystal balls, ring bells, eat or drink food and beverages, or play musical instruments. When using a musical instrument, you play it with the numbers **0** through **9**, and press **Enter** when finished.
R	**Rest**	Lets your party set up a camp and recover health and Magic Points. You will be asked how many hours you wish to rest, from 1 to 9, and who will stand guard. Select a character on the map display, or press Escape to have no guard. Characters will not regain Hit Points if they are out of food or if they stand guard. If you are ambushed while resting, however, your party will not be awakened unless you have someone on guard ! You can rest only on land. At sea, this command repairs your frigate. Multiple "Rests" may be required to repair a ship completely.
B Begin/Break Off Combat		Switches back and forth between party mode and combat mode. In party mode,the members of your party automatically follow you around. In combat, each character will behave according to the combat mode you have selected for him or her on the inventory display. Characters in Front, Rear, or Flank modes will position themselves in a formation centered around you. Characters in Assault mode will attack the nearest enemy, while those in Retreat mode will avoid combat. Characters in Berserk mode will charge and attack the strongest foe. Lastly, if you select Command mode for a character, you can control that character's actions each turn, just as you do for your own character. You can change a character's combat mode at any time even in the middle of a battle.

KEYBOARD COMMANDS

Control-S	Saves the game You will be asked if you really want to save the game. Type **Y** (Yes) to save or **N** (No) to cancel the command and keep playing.
Control-R	Restores the game to the last saved position As in the case of the Save command, you will be asked to reply **Y** or N.
Control-Q	Quits the game and exits to the *ULTIMA CD GAMES* menu. Make sure you have saved the game first if you want to return to the same position later!

Control-H	Toggles HELP mode on/off.
Control-Z	Toggles sound and music on/off.
1 through 8	Place a member of the party in Solo mode. In this mode, you can move that character around and perform whatever actions you wish, while the rest of the party remains motionless Note that you can't talk to people or use ladders, dungeon entrances, or moongates in Solo mode-you must be in Party mode.
0 (zero)	Exits Solo mode and returns to Party mode.
Escape	Aborts most functions.

Ultima 6 Copy Protection Questions and Answers

Lord British's Questions
1. What doth Trolls Lack?
    A: Endurance
2. What part of the tangle vine doth put one to sleep?
    A: Pod
3. How wert the headlesses produced?
    A: Wizard
4. What valued item canst one find near the spawning grounds of Hydras?
    A: Nightshade Mushroom
5. How canst one fend off Rotworms?
    A: Torch
6. How doth Sea Serpents attack?
    A: Fireballs
7. What creature art wisps oft mistaken for?
    A: Firefly
8. How doth giant squids cruch their prey?
    A: Beak
9. Where hath images of the Silver Serpent been seen?
    A: Tomb walls
10. What art reapers remnants of?
    A: Enchanted Forest

Mariah's Questions
1. What does the magic syllable 'Zu' mean?
    A: Sleep
2. What does the magic syllable 'Quas' mean?
    A: Illusion
3. What does the magic syllable 'Hur' mean?
    A: Wind
4. What does the magic syllable 'Jux' mean?
    A: Danger/Trap/Harm
5. What does the magic syllable 'Ort' mean?
    A: Magic

Selganor's Questions
1. What kind of fork should mandrake roots be prepared with?
    A: Silver
2. What part of the nightshade mushroom is used in spellcasting?

A: Cap
3. Where does Sulfurous Ash come from?
A: Volcanic Eruptions
4. What are the Black Pearls used for?
A: Kinetic propellent

Magic & Casting Spells Ultima 6 - The False Prophet

The 26 syllables and their general meanings are as follows:

Syllable	Meaning
An	Negate/Dispel
Bet	Small
Corp	Death
Des	Lower/Down
Ex	Freedom
Flam	Flame
Grav	Energy/Field
Hur	Wind
In	Make/Create/Cause
Jux	Danger/Trap/Harm
Kal	Summon/Invoke
Lor	Light
Mani	Life/Healing
Nox	Poison
Ort	Magic
Por	Move/Movement
Quas	Illusion
Rel	Change
Sanct	Protect/Protection
Tym	Time
Uus	Raise/Up
Vas	Great
Wis	Know/Knowledge
Xen	Creature
Zu	Sleep

There syllables are combined to form the incantations used when casting spells. A list of spells appears below. This list, while not necessarily complete, collects all of our current knowledge of the ways of magic.

The Eight Circles of Magic

Mages with little training and experience are limited in the spells they can cast. As a spellcaster grows in stature, penetrating the mysteries of the higher circles of magic, he gains the ability to cast more powerful spells. Great power is not without cost, however. When he casts spell, the mage experiences a drain in magical power equal to the level of the circle of that spell. Thus, a simple first level spell drains one point while a fifth level spell, more difficult to cast, drains five. The caster's magical power returns within hours.

1st Circle
Create Food
Incantation: In Mani Ylem

	Reagents:	Garlic, Ginseng, Mandrake Root
	Effect:	A fine bounty of food will be added to your pack.

Detect Magic

	Incantation:	Wis Ort
	Reagents:	Nightshade, Sulfurous Ash
	Effect:	Discerns the magical nature of special objects and the specific magical charge currently in an item.

Detect Trap

	Incantation:	Wis Jux
	Reagents:	Nightshade, Sulfurous Ash
	Effect:	Discovers concealed traps in suspicious chests and doors

Dispel Magic

	Incantation:	An Jux Ort
	Reagents:	Garlic, Ginseng
	Effect:	Removes a sorcerous enchantment or poison which causes illness and bondage. Also awakens a person under a Sleep spell.

Douse

	Incantation:	An Flam
	Reagents:	Garlic, Black Pearl
	Effect:	Extinguishes flames

Harm

	Incantation:	An Mani
	Reagents:	Nightshade, Spider's Silk
	Effect:	Inflicts moderate damage on your opponent

Heal

	Incantation:	In Mani
	Reagents:	Ginseng, Spider's Silk
	Effect:	Applies healing energy to one who is injured

Help

	Incantation:	Kal Lor
	Reagents:	(none are required)
	Effect:	Quickens the user's demise and resurrects him and his party before the Throne of Britannia

Ignite

	Incantation:	In Flam
	Reagents:	Sulfurous Ash, Black Pearl
	Effect:	Ignites a lifeless torch, fireplace or brazier

Light

	Incantation:	In Lor
	Reagents:	Sulfurous Ash
	Effect:	Illuminates a darkened area

2nd Circle

Infravision

Incantation:	Quas Lor	
Reagents:	Nightshade, Sulfurous Ash	
Effect:		Detects the presence of living, warm-blooded beings in the dark.

Magic Arrow

Incantation:	Ort Jux	
Reagents:	Sulfurous Ash, Black Pearl	
Effect:		Fires a moderately damaging missile at your opponent

Poison

Incantation:	In Nox Por	
Reagents:	Nightshade, Blood Moss, Black Pearl	
Effect:		Poisons your opponent with toxic venom

Reappear

Incantation:	In Ylem	
Reagents:	Spider's Silk, Blood Moss, Black Pearl	
Effect:		Undoes the effect of the vanish spell, making the vanished object return to this world.

Sleep

Incantation:	In Zu	
Reagents:	Nightshade, Spider's Silk, Black Pearl	
Effect:		Induces unconsciousness in the chosen victim

Telekinesis

Incantation:	Ort Por Ylem	
Reagents:	Blood Moss, Mandrake Root, Black Pearl	
Effect:		Moves objects near the user without physical contact

Trap

Incantation:	In Jux	
Reagents:	Spider's Silk, Nightshade	
Effect:		Places a concealed trap on a chest or door

Unlock Magic

Incantation:	Ex Por	
Reagents:	Sulfurous Ash, Blood Moss	
Effect:		Negates magical traps on chests and doors

Vanish

Incantation:	An Ylem	
Reagents:	Garlic, Blood Moss, Black Pearl	
Effect:		Makes simple objects disappear from this world

3rd Circle

Curse

Incantation:	An Sanct	
Reagents:	Sulfurous Ash, Nightshade, Garlic	
Effect:		Reduces the effectiveness of a foe's armour, prowess and i intelligence

Dispel Field

Incantation:	An Grav	
Reagents:	Black Pearl, Sulfurous Ash	
Effect:		Neutralizes magic fields generated by field spells

Fireball

Incantation:	Por Flam	
Reagents:	Sulfurous Ash, Black Pearl	
Effect:		Hurls a mighty flaming missile at your opponent

Great Light

Incantation:	Vas Lor	
Reagents:	Sulfurous Ash, Mandrake Root	
Effect:		Provides long lasting illumination

Magic Lock

Incantation:	An Por	
Reagents:	Sulfurous Ash, Blood Moss, Garlic	
Effect:		Applies a magical lock to a chest or door

Mass Awaken

Incantation:	An Vas Zu	
Reagents:	Ginseng, Garlic	
Effect:		Awakens all nearby sleepers with an explosion

Mass Sleep

Incantation:	Vas Zu	
Reagents:	Ginseng, Nightshade, Spider's Silk	
Effect:		Induces sleep in all beings in the area targeted by the caster

Peer

Incantation:	Vas Wis Ylem	
Reagents:	Nightshade, Mandrake Root	
Effect:		Reveals the world and the caster's place in it as though peering through an eagle's eye

Protection

Incantation:	In Sanct	
Reagents:	Sulfurous Ash, Ginseng, Garlic	
Effect:		Increases the effectiveness of armour as well as the target's prowess and intelligence

Repel Undead

	Incantation:	An Xen Corp
	Reagents:	Garlic, Sulfurous Ash
	Effect:	Causes all undead in the caster's field of vision to flee

4th Circle

Animate

	Incantation:	Ort Ylem
	Reagents:	Sulfurous Ash, Mandrake Root, Blood Moss
	Effect:	Causes inanimate objects to come to life and wander about, though not under caster's control

Conjure

	Incantation:	Kal Xen
	Reagents:	Spider's Silk, Mandrake Root
	Effect:	Summons a wild beast to your side to aid in combat

Disable

	Incantation:	An Vas Mani
	Reagents:	Nightshade, Spider's Silk, Mandrake Root
	Effect:	Inflicts a grievous wound, nearly killing the target

Fire Field

	Incantation:	In Flam Grav
	Reagents:	Black Pearl, Sulfurous Ash, Spider's Silk
	Effect:	Creates a searing wall of fire

Great Heal

	Incantation:	Vas Mani
	Reagents:	Ginseng, Spider's Silk, Mandrake Root
	Effect:	Restores one's health fully

Locate

	Incantation:	In Wis
	Reagents:	Nightshade
	Effect:	Reveals the caster's location like a magical sextant

Mass Dispel

	Incantation:	Vas An Jux Ort
	Reagents:	Garlic, Ginseng
	Effect:	Dispels all magic in the area targeted by the caster

Poison Field

	Incantation:	In Nox Grav
	Reagents:	Ginseng, Nightshade, Spider's Silk, Black Pearl
	Effect:	Creates a wall of noxious gas

Sleep Field

	Incantation:	In Zu Grav
	Reagents:	Ginseng, Spider's Silk, Black Pearl
	Effect:	Creates a wall of sleep-inducing energy

Wind Change

Incantation:	Rel Hur	
Reagents:	Sulfurous Ash, Blood Moss	
Effect:		Allows caster to alter the prevailing direction of the wind

5th Circle

Energy Field

Incantation:	In Sanct Grav	
Reagents:	Mandrake, Root, Spider's Silk, Black Pearl	
Effect:		Creates an impassable wall of energy

Explosion

Incantation:	Vas Por Flam	
Reagents:	Mandrake Root, Sulfurous Ash, Black Pearl, Blood Moss	
Effect:		Creates a powerful explosion, injuring those caught in it blast

Insect Swarm

Incantation:	Kal Bet Xen	
Reagents:	Blood Moss, Spider's Silk, Sulfurous Ash	
Effect:		conjures up a swarm of insects to aid you in combat

Invisibility

Incantation:	Sanct Lor	
Reagents:	Nightshade, Blood Moss	
Effect:		Causes begins to become unseen

Lightning

Incantation:	Ort Grav	
Reagents:	Black Pearl, Mandrake Root, Sulfurous Ash	
Effect:		Hurls a powerful bolt of lightning at your opponent

Paralyze

Incantation:	An Xen Por	
Reagents:	Spider's Silk, Sulfurous Ash, Nightshade, Black Pearl	
Effect:		Momentarily paralyzes your opponent, thus disabling him

Pickpocket

Incantation:	Por Ylem	
Reagents:	Blood Moss, Spider's Silk, Nightshade	
Effect:		Lets the caster take one of the target's belongings

Reveal

Incantation:	An Sanct Lor	
Reagents:	Spider's Silk, Nightshade, Mandrake Root	
Effect:		Makes invisible beings in the area become visible again

Seance

Incantation:	Kal Mani Corp

| | Reagents: | Blood Moss, Mandrake Root, Nightshade, Spider's Silk, Sulfurous Ash |
| | Effect: | Lets the caster speak with the dead as though they still lived |

X-ray

	Incantation:	Wis Ylem
	Reagents:	Mandrake Root, Sulfurous Ash
	Effect:	Allows the caster to see places otherwise obscured by walls and obstacles

6th Circle

Charm

	Incantation:	An Xen Ex
	Reagents:	Black Pearl, Nightshade, Spider's Silk
	Effect:	Changes the alignment of the target to match that of the caster

Clone

	Incantation:	In Quas Xen
	Reagents:	Sulfurous Ash, Spider's Silk, Blood Moss, Ginseng, Nightshade, Mandrake Root
	Effect:	Creates an identical, though not controllable, replica of any being

Confuse

	Incantation:	Vas Quas
	Reagents:	Mandrake Root, Nightshade
	Effect:	Sends opposing foes into disarray

Flame Wind

	Incantation:	Flam Hur
	Reagents:	Sulfurous Ash, Blood Moss, Mandrake Root
	Effect:	Sends a gale of flaming wind in the direction of your foes

Hail Storm

	Incantation:	Kal Des Ylem
	Reagents:	Blood Moss, Black Pearl, Mandrake Root
	Effect:	Brings down a storm of hailstones upon the caster's enemy and the surrounding area

Mass Protect

	Incantation:	Vas In Sanct
	Reagents:	Sulfurous Ash, Ginseng, Garlic, Mandrake Root
	Effect:	Increases the effectiveness of armour, as well as the prowess and intelligence of nearby beings

Negate Magic

	Incantation:	An Ort
	Reagents:	Garlic, Mandrake Root, Sulfurous Ash
	Effect:	Temporarily prevents the casting of spells and magic

Poison Wind

Incantation:	Nox Hur
Reagents:	Nightshade, Sulfurous Ash, Blood Moss
Effect:	Sends a gale of noxious wind in the direction of your foes

Replicate

Incantation:	In Quas Ylem
Reagents:	Sulfurous Ash, Spider's Silk, Blood Moss, Ginseng, Nightshade
Effect:	Produces a duplicate version of simple objects

Web

Incantation:	In Des Por
Reagents:	Spider's Silk
Effect:	Lays a fine, sticky web upon the ground to hinder a foe's progress

7th Circle

Chain Bolt

Incantation:	Vas Ort Grav
Reagents:	Black Pearl, Mandrake Root, Sulfurous Ash, Blood Moss
Effect:	Causes a bolt of damaging energy to leap from one being to another

Enchant

Incantation:	In Ort Ylem
Reagents:	Spider's Silk, Mandrake Root, Sulfurous Ash
Effect:	Empowers special items with magical energy

Energy Wind

Incantation:	Grav Hur
Reagents:	Mandrake Root, Nightshade, Sulfurous Ash, Blood Moss
Effect:	Sends a gale of wind in the direction of foes

Fear

Incantation:	Quas Corp
Reagents:	Nightshade, Mandrake Root, Garlic
Effect:	Causes all evil foes in the area to flee in terror

Gate Travel

Incantation:	Vas Rel Por
Reagents:	Sulfurous Ash, Black Pearl, Mandrake Root
Effect:	Teleports the caster's party to a moonstone location determined by the moonphase

Kill

Incantation:	In Corp
Reagents:	Black Pearl, Nightshade, Sulfurous Ash
Effect:	Sends a lethal bolt of energy towards an opponent

Mass Curse

      Incantation: Van An Sanct

      Reagents: Sulfurous Ash, Nightshade, Garlic, Mandrake Root

      Effect: Reduces the effectiveness of armour, as well as the prowess and intelligence of all nearby beings, friend and foe alike

Mass Invisibility

      Incantation: Vas Sanct Lor

      Reagents: Mandrake Root, Nightshade, Blood Moss, Black Pearl

      Effect: Causes all nearby beings to become unseen, though still present

Wing Strike

      Incantation: Kal Ort Xen

      Reagents: Blood Moss, Spider's Silk, Mandrake Root, Sulfurous Ash

      Effect: Sends a powerful dragon's wing against your opponents

Wing Eye

      Incantation: Port Ort Wis

      Reagents: Blood Moss, Nightshade Root, Mandrake Root, Sulfurous Ash, Black Pearl, Spider's Silk

      Effect: Allows the caster to see otherwise obscured

8th Circle

Death Wind

      Incantation: Corp Hur

      Reagents: Mandrake Root, Nightshade, Sulfurous Ash, Blood Moss

      Effect: Sends a gale of lethal wind in the direction of foes

Eclipse

      Incantation: Vas An Lor

      Reagents: Mandrake Root, Sulfurous Ash, Nightshade, Garlic, Blood Moss

      Effect: Causes the moons to block the sun's rays for a brief time

Mass Charm

      Incantation: Van An Xen Ex

      Reagents: Black Pearl, Nightshade, Spider's Silk, Mandrake Root

      Effect: Changes the alignment of nearby foes to match that of the caster

Mass Kill

      Incantation: Vas Corp

      Reagents: Black Pearl, Nightshade, Mandrake Root, Sulfurous Ash

      Effect: Sends lethal bolts of energy toward all nearby beings

Resurrect

      Incantation: In Mani Corp

Reagents: Garlic, Ginseng, Spider's Silk, Sulfurous Ash, Blood Moss, Mandrake Root

Effect: Restores life to a being who was dead

Slime

Incantation: Vas Rel Xen

Reagents: Blood Moss, Nightshade, Mandrake Root

Effect: All evil creatures are changed to slime

Summon

Incantation: Kal Xen Corp

Reagents: Mandrake Root, Garlic, Blood Moss, Spider's Silk

Effect: Calls forth a demon from the underworld who may assist you in combat

Time Stop

Incantation: An Tym

Reagents: Mandrake Root, Garlic, Blood Moss

Effect: Temporarily suspends time while the caster continues his journey

Tremor

Incantation: Var Por Ylem

Reagents: Blood Moss, Sulfurous Ash, Mandrake Root

Effect: Causes the ground to shake, injuring all beings in the affected area